

Amendments to the Claims

1. (currently amended) A gaming system, comprising:
at least two gaming components, each gaming component comprising:
a controller; and
a communications interface; and
a communication link to allow the controllers of the gaming components to
communicate with other controllers of other gaming components on a peer-to-peer basis
without a master controller to control communications through the communication interfaces.
2. (original) The gaming system of claim 1, wherein one of the at least two gaming
components comprises a game processing unit.
3. (previously presented) The gaming system of claim 2, wherein said at least two
gaming components comprises two gaming components operable to communicate directly
without being processed or transmitted by the game processing unit.
4. (previously presented) The gaming system of claim 1, wherein said at least two
gaming components are selected from the group comprised of: a game processing unit, a
camera, a printer, a storage device, a coin hopper, a light display, button panels, a ticket
reader, a bill validator, a speaker, a microphone, a card reader, a biometric device, and a
keypad.
5. (previously presented) The gaming system of claim 1, wherein the link to allow
communications between the other components without any interaction of a game processing
unit.
6. (previously presented) The gaming system of claim 2, wherein the link to allow
communications between the other components without any interaction of the game
processing unit.

7. (previously presented) The gaming system of claim 1, the gaming system further comprising a second communications link, wherein one of either the communications link or the second communications link is used by the gaming components arranged in a cabinet and the other of the links is used for communications between the gaming components arranged in the cabinet and components located outside of the cabinet.

8. (previously presented) The gaming system of claim 1, the communications link further to allow the gaming components to be added and removed while power is on.

9. (original) The gaming system of claim 1, the communications link further to provide power to at least one gaming component.

10. (original) The gaming system of claim 1, the communications link further comprising a link compliant with IEEE 1394.

11. (currently amended) A gaming system, comprising:

at least two gaming components arranged in a cabinet, each gaming component comprising:

a controller; and

a communications interface;

at least one gaming component located outside the cabinet;

an interior communications link to allow the controllers in the gaming components arranged in the cabinet to communicate with other components arranged in the cabinet in a peer-to-peer fashion without a host;

an exterior communications link to allow the controllers in the gaming components arranged in the cabinet to communicate with the controller of the gaming component located outside the cabinet in a peer-to-peer fashion without a host; and

a bridge to provide connection between the interior communications link and the exterior communications link.

12. (previously presented) The gaming system of claim 11, wherein one of said at least two gaming components arranged in the cabinet comprises a game processing unit.
13. (previously presented) The gaming system of claim 12, wherein said at least two gaming components comprises at least two gaming components operable to communicate directly without being processed or transmitted by the game processing unit.
14. (original) The gaming system of claim 11, wherein the interior communication link comprises an IEEE 1394 backplane communications bus.
15. (original) The gaming system of claim 11, wherein the exterior communications link further comprises an IEEE 1394 cabled communications bus.
16. (currently amended) The gaming system of claim 11, the ~~remote~~ exterior communications link further to provide power to at least one gaming component remote from the cabinet.